

Minbari Shahinta Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 1239
Point Value: 620
Ramming Factor: 175
Jump Delay: 18 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

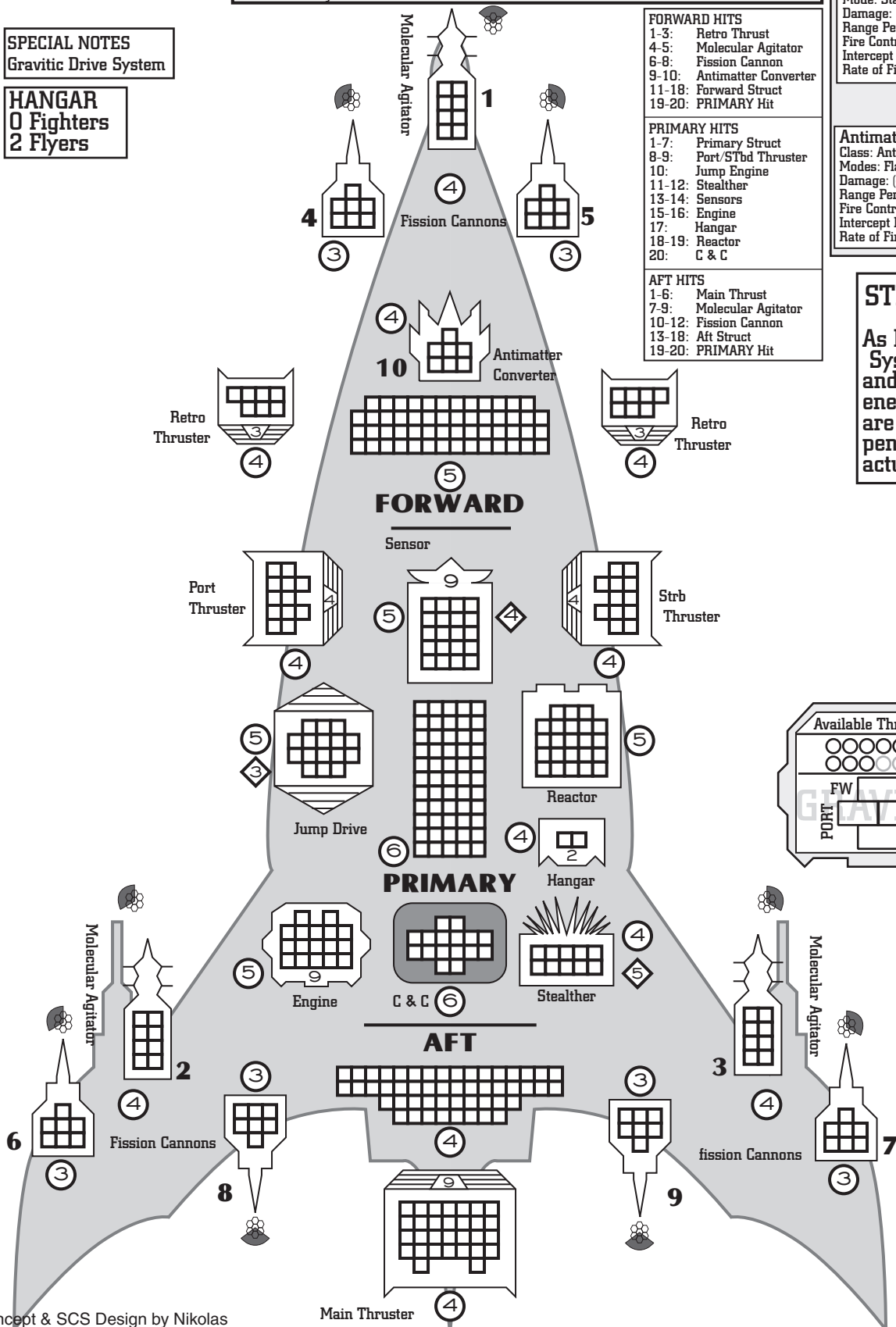
COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES
Gravitic Drive System

HANGAR
0 Fighters
2 Flyers



WEAPON DATA	#no	Turn Recharged	Mode Criticals
Molecular Agitator	#1		
Class: Molecular	#2		
Modes: R, S	#3		
Damage: 2d10+20			
Range Penalty: -1 per 2 hexes			
Fire Control: +3/+1/-4			
Intercept Rating: n/a			
Rate of Fire: 1 per 5 turns			
Special: Destroys 1 point of structure armor on facing side			
Fission Cannon	#4		
Class: Molecular	#5		
Mode: Standard	#6		
Damage: 1d10+6	#7		
Range Penalty: -3 per 2 hexes	#8		
Fire Control: +3/+3/+3	#9		
Intercept Rating: -2			
Rate of Fire: 1 per turn			
Antimatter Converter	#10		
Class: Antimatter			
Modes: Flash			
Damage: (4 x X) + 2			
Range Penalty: -1 per hex			
Fire Control: +4/+4/-6			
Intercept Rating: n/a			
Rate of Fire: 1 per 3 turns			

STEALTHER SYSTEM

As long as the Stealth System is powered and operational, all enemy weapons firing vs this ship are considered to have range penalties 1 step worse than their actual ones.



SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

COMBAT FLYERS
Cost: 55 Defense: 9/7
Thrust: 9 Offense: +3
Armor: 1 Initiative: +10
Two Light Fission Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2 per gun
Firing Arcs: #1 #2

